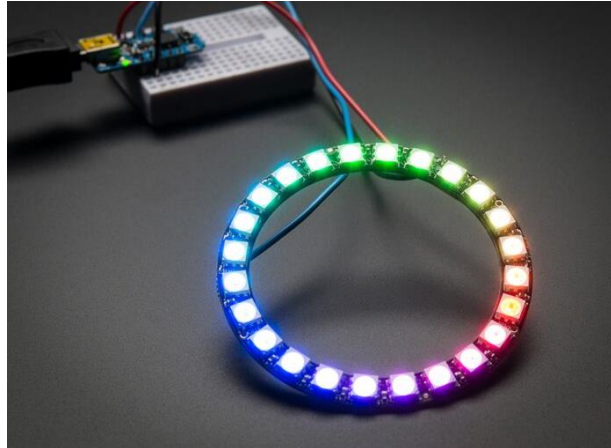


WS2812 LEDs using SPI with STM32

In this tutorial, we will interface the WS2812 LED using SPI with STM32. We will only use the SPI MOSI pin to send the data to the LEDs. So this setup still needs only 1 pin to interface the WS2812 driver to the MCU.



SPI is being used because of its high baud rate. The bit timing required for the LEDs is very low (around 0.4us) and with SPI we can achieve this.

The idea is very simple. If we set the SPI baud rate at 2.5Mbits/s, each bit would represent a pulse of 0.4us.

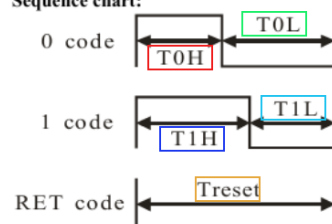
$$\frac{1}{2.5\text{M/s}} = 0.4\mu\text{s}$$

According to the datasheet of the WS2812, a bit is considered as 0 if the signal remains HIGH for 0.35us and LOW for 0.8us. And for a bit to be considered as a 1, the signal remains HIGH for 0.7us and LOW for 0.6us. Of course this is flexible with an error up to ±150ns.

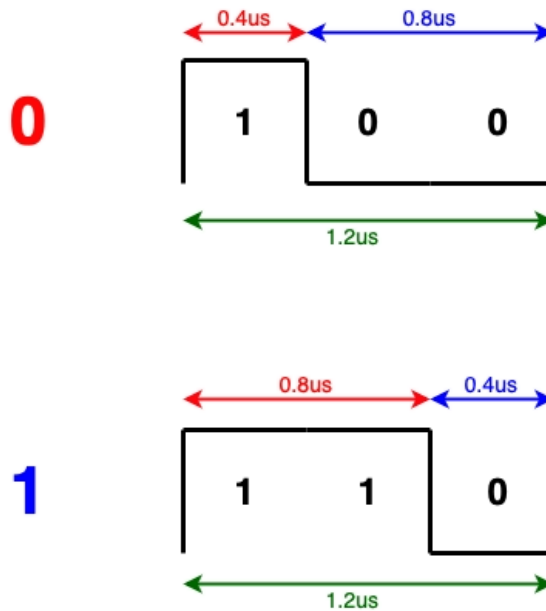
Also the reset signal is supplied by pulling the data line low for more than 50us.

Data transfer time(TH+TL=1.25μs±600ns)			
T0H	0 code ,high voltage time	0.35us	±150ns
T1H	1 code ,high voltage time	0.7us	±150ns
T0L	0 code , low voltage time	0.8us	±150ns
T1L	1 code ,low voltage time	0.6us	±150ns
RES	low voltage time	Above 50μs	

Sequence chart:



We will use 3 SPI bits to represent a single bit for the WS2812. The 3 SPI bits will have the time period of 1.2us (0.4*3).



As shown above, to send a 0 to the driver, we can send the bits 100. This will keep the pulse high for 0.4μs and low for 0.8μs. Which is as per the timing required for a 0 in the datasheet.

Similarly to send a 1 to the driver, we can send the bits 110. This will keep the pulse high for 0.8μs and low for 0.4μs. Which is the acceptable timing for a 1 as per the datasheet.

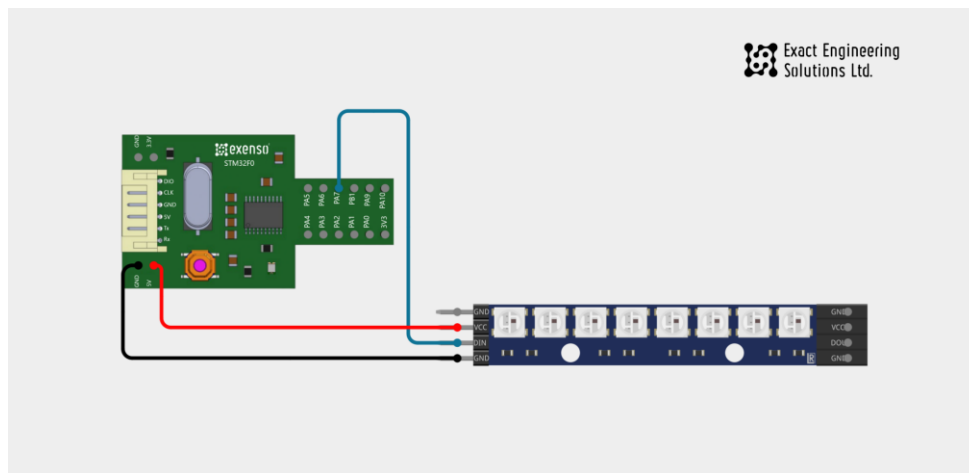
Components Required

You will need the following components –

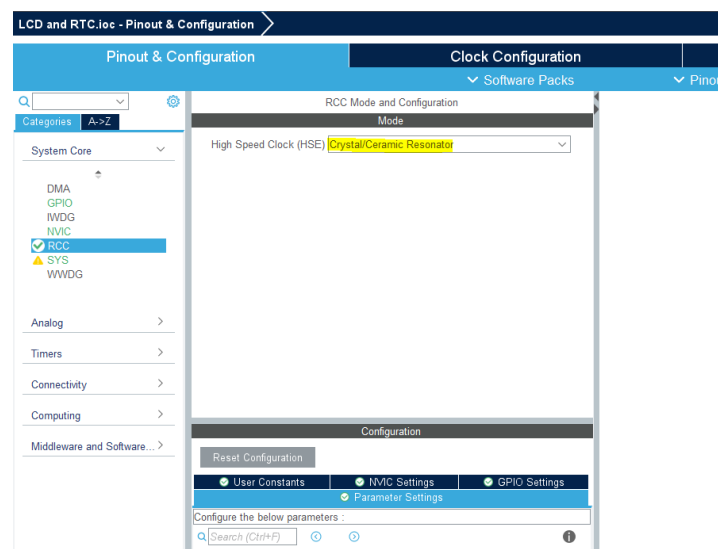
- 1 × Breadboard
- 1 × STM32F030F4P6
- 1x NeoPixel Ring - 24 x WS2812
- Some Jumper wire

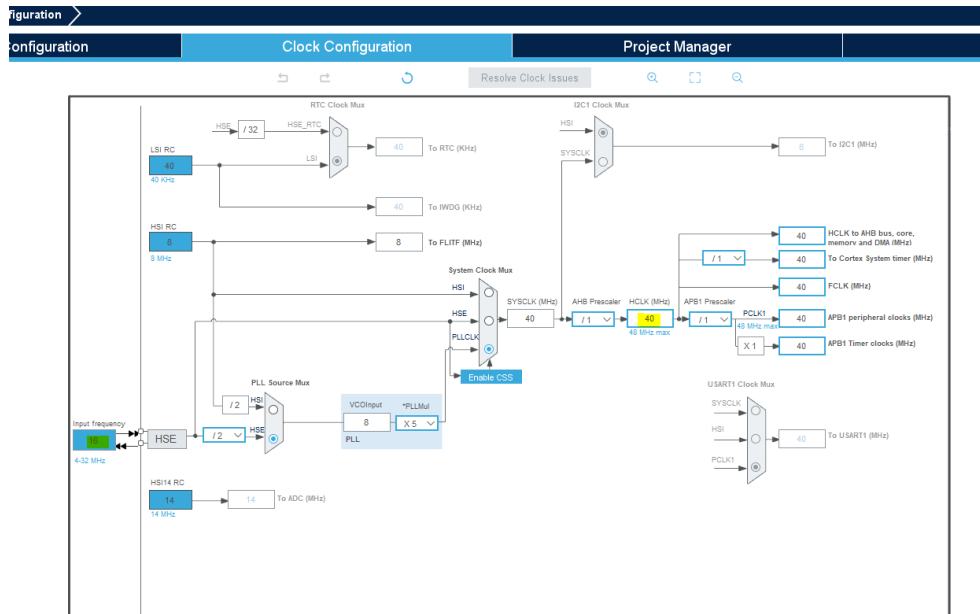
Procedure

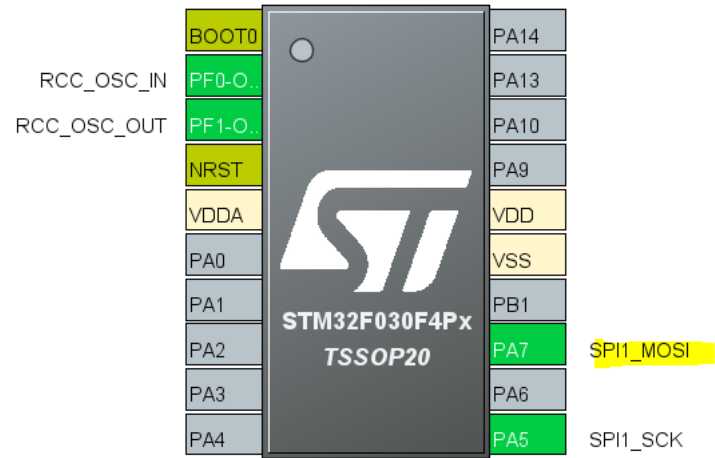
Follow the circuit diagram shown in the image given below.



STM32F0 Pin Configuration:







Code

```
#include "main.h"
#include "WS2812_SPI.h"
SPI_HandleTypeDef hspi1;

void SystemClock_Config(void);
static void MX_GPIO_Init(void);
static void MX_SPI1_Init(void);

int brightness = 90; //brightness range 0 to 100
int main(void)
{
    HAL_Init();
    SystemClock_Config();

    MX_SPI1_Init();
    for (int i=0; i<24; i++)
    {
        setLED(i, 0, 0, 0);
    }
    WS2812_Send();

    setLED(0, 201, 0, 255);
    setLED(23, 255, 209, 0);
    WS2812_Send();
    HAL_Delay(2000);
    while (1)
    {

        for (int i=0; i<24; i+=1)
        {
            setLED(i, 255,0,0); // Red color
        }
        WS2812_Send();
        HAL_Delay(1000);

        for (int i=0; i<24; i+=1)
        {
            setLED(i,0, 255, 0); // Green color
        }
        WS2812_Send();
        HAL_Delay(1000);

        for (int i=0; i<24; i+=1)
        {
            setLED(i,0,0,255); // Blue color
        }
        WS2812_Send();
        HAL_Delay(1000);
    }
}
```

Output:

